

StockBowl 7s

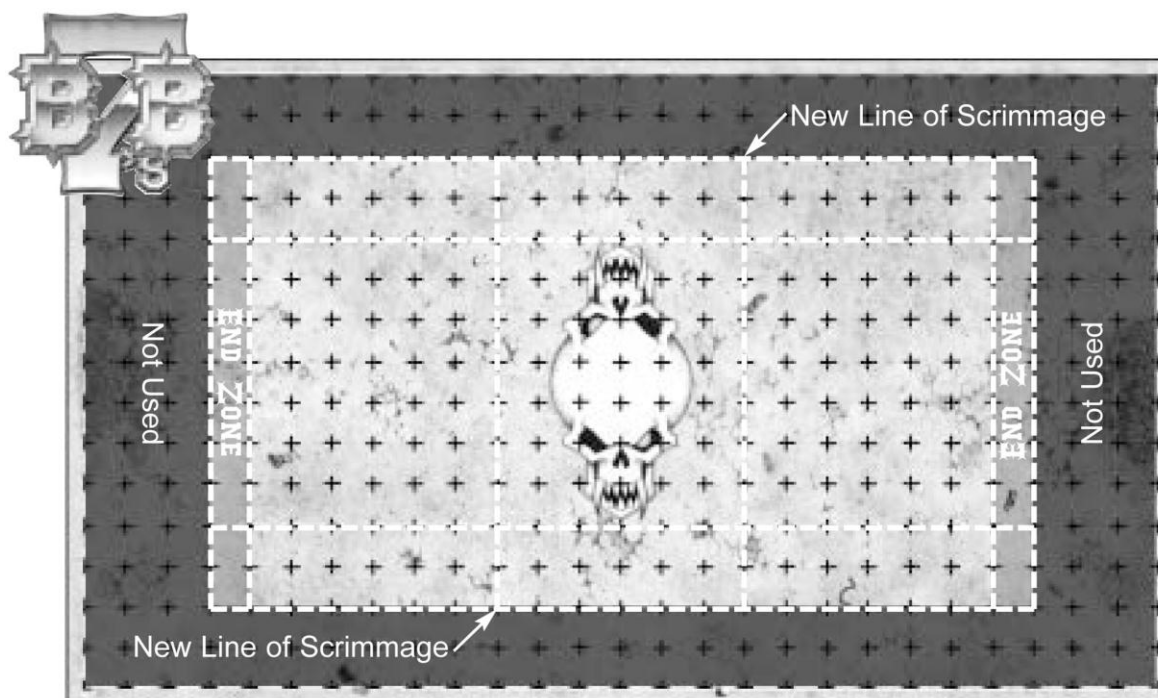
by Stockbowl 7s Rules Committee

Rules for an alternative version of the game, v0.3

GAME RULES

These are the core rules you will need in addition to those in the CRP in order to play StockBowl 7s. Except where noted below, always use the CRP.

4. No more than one player may be set up in each wide zone.
5. Only one player may be set up on each square.



A StockBowl 7s field

SETTING UP THE GAME

Each coach sets up seven players between their End Zone and their line of scrimmage. This means that there are two lines of scrimmage (one for each team), rather than just one in the middle of the pitch. The following other restrictions also apply:

1. The kicking team always sets up first.
2. Each team must set up as many players as possible, up to seven.
3. At least three players must be set-up on the line of scrimmage, between the wide zones.

THE KICK OFF

After all players have been set up, the coach of the kicking team places the ball anywhere on the field in front of the kicking team's Line of Scrimmage. The kick then proceeds as usual but a 'touchback' only occurs if the ball goes off the field (as normal) or crosses back over the kicking team's Line of Scrimmage (not over the halfway line). Note: this may result in the ball finishing in front of the receiving team.



GAME LENGTH

A StockBowl 7s game is played in two halves, each seven turns long.

AMATEUR PLAYERS

A player in Stockbowl 7s may use a re-roll but has to roll a 4+ first to see if the re-roll is successfully used. If the 4+ roll did not succeed the re-roll is wasted and counts as it has been used.

The skills Leader and Pro are not used in 7s. The skill Loner is separate from the the "Amateur Players" rule and is rolled before rolling for amateurism.

HEAVY BALL

In StockBowl 7s players must increase the range by one category when they make a pass. This means a Quick Pass counts as a Short Pass, a Short Pass as a Long Pass, and a Long Pass as a Long Bomb. Players may not attempt a Long Bomb at all. This rule does not apply to Throw Team Mate.

JOURNEYMEN

In StockBowl 7s, you get journeymen to fill your roster up to seven players.

STAR PLAYERS

No Star Players can be hired by a StockBowl 7s team.

SPIRALLING EXPENSES

Spiralling expenses starts at 1 million gp and increases in intervals of 100 kgp. If the treasury is empty and the team is not able to pay the spiralling expenses the team must sell one of their players. The sale will yield the players value to the teams treasury.

PICKING A STOCKBOWL 7S TEAM

A Coach has 600 kgp with which to pick their StockBowl 7s team. Use the standard rules (including Slann, Chaos Pact and Underworld teams) for choosing your StockBowl 7s team, but with the following changes:.

1. You must have at least seven and at most eleven players on your team roster.
2. All players with a 0-12 or 0-16 players allowed have 0-11 in Blood Bowl Sevens.
3. A team is allowed to have 0-4 positionals.

